

THERON PATRICK

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Summary

Software developer with experience in responsive desktop/mobile apps looking for the next fulfilling challenge. Specialized in front-end development, but eager to learn new technologies and contribute at every level of the design and engineering process.

Education

Boston College - Carroll School of Management 2012

Bachelor of Science with dual concentration in Computer Science & Information Systems

Technical Skills

Languages: JavaScript, HTML, CSS, Swift, Java, Lua

Frameworks: React, Vue.js, Angular, Backbone, Express/Node.js

Libraries: jQuery, Chart.js, Flux/Redux

Tools: Git, Webpack, NPM, ESLint, Babel, Gulp, Jenkins, Jira, Docker

Platforms: Heroku, AWS, Google Cloud

Databases: PostgreSQL, MySQL, MongoDB

Design: Photoshop, Illustrator, Sketch, Zeplin

Mobile: PhoneGap hybrid apps, native Android apps (Java), native iOS apps (Swift)

Game Engines: Corona, Gamemaker

Professional Experience

Happie 2016-present

Led the front-end engineering team. Responsibilities included: establishing an architecture and framework for the client-side app, specifying build processes, writing deployment scripts, integrating with back-end APIs, and mentoring junior developers. Also engaged in design meetings, gave professional demos, and worked with CEO to help manage features and timelines.

VitalSource Technologies 2013-2016

Served primarily as a front-end engineer on educational apps, but also produced a full-stack Node.js app, wrote utility scripts, and contributed to design and planning discussions. Was able to quickly pick up concepts as they applied to new projects, including responsive design, internationalization, accessibility, mobile deployment, and frameworks like Angular and React. Detailed project descriptions included on second page.

Fidelity Investments 2012

Contributed as a software engineering associate in the LEAP development program.

Professional Projects

Bookshelf

As the flagship product for VitalSource, Bookshelf required a large team dedicated to its growth and maintenance. I contributed mainly as a front-end engineer for the web application team. The biggest challenge was redesigning the app with an entirely new UI, making it more responsive to be easier to use on mobile devices, and also switching to React as our framework. I joined the team after the main foundation had been completed, but built several of the most-used features of the platform, like zooming, feedback forms, and branded UI options. Although most of my contribution was on the React front-end, I also occasionally added features and fixed bugs with our Ruby on Rails API layer. One of my main responsibilities was to modify features to allow customers to brand the app with their own images, colors, text, etc. However, we soon found that the popularity of these custom options, and the difficulty in producing them for non-engineers, would require its own app.

Bookshelf Branding Tool

Despite its rather uninspired name, the Bookshelf Branding Tool proved to be a valuable asset to help account managers assist their clients in making their own custom Bookshelf experience. With a simple GUI and some automated scripts, the Branding Tool exponentially increased our throughput in creating and updating branded sites, which was previously a manual and time-intensive process. This allowed us to ramp up our promotion of brandable features, and ultimately led to an increase in business for branded sites.

I was given full responsibility for the front-end, back-end, deployment, and maintenance of the tool. This was my first Node.js project, and I found that using the Express framework made it surprisingly easy to set up the site. The biggest challenges were utilizing our existing infrastructure for authentication, and connecting to Jira to automatically create/track brand request tickets. The front-end was built on a custom lightweight framework I called “Emperor,” which acted as a router for individual jQuery components into a unified AJAX application. The last steps were to host it in AWS, and provide helper scripts to create the necessary assets in Bookshelf from the branded data.

Storia

I contributed as one of the lead front-end engineers for Storia, a flagship educational platform for the largest publisher of children’s books worldwide. Used by thousands of students and with over 10 million books read to date, this project presented a unique challenge because the client wanted to work closely in an Agile team, as opposed to handing off requirements to us like our typical contracts. As a team we were required to attend daily standups and react to constant changes in design, scope, and functionality. I pushed back on several requested changes that would jeopardize our launch date, and when new features absolutely were required, helped identify features that could be

pushed out in order to meet a minimum viable product. In the end, the project was delivered on time and continues to be one of the most successful partnerships VitalSource has ever had.

Independent Projects

Taetro - Official mobile app of electronic musician/producer Taetro. Platform allows users to share and play official soundpacks from Taetro, as well as engage with the YouTube community. Available on the [iOS app store](#) and [Google Play Store](#).

Free Mini Golf Scorecard - App that replaces traditional paper and pencil golf scorecards. Available on the [iOS app store](#).

Rumblefest - Mobile wrestling-themed game blending classic arcade graphics and mechanics with modern touch controls and platforms. Currently in development.

Personal

Guitar player, singer, fan of all Boston sports, and proud owner of a cat named Dr. Pickles.